

FIG.1

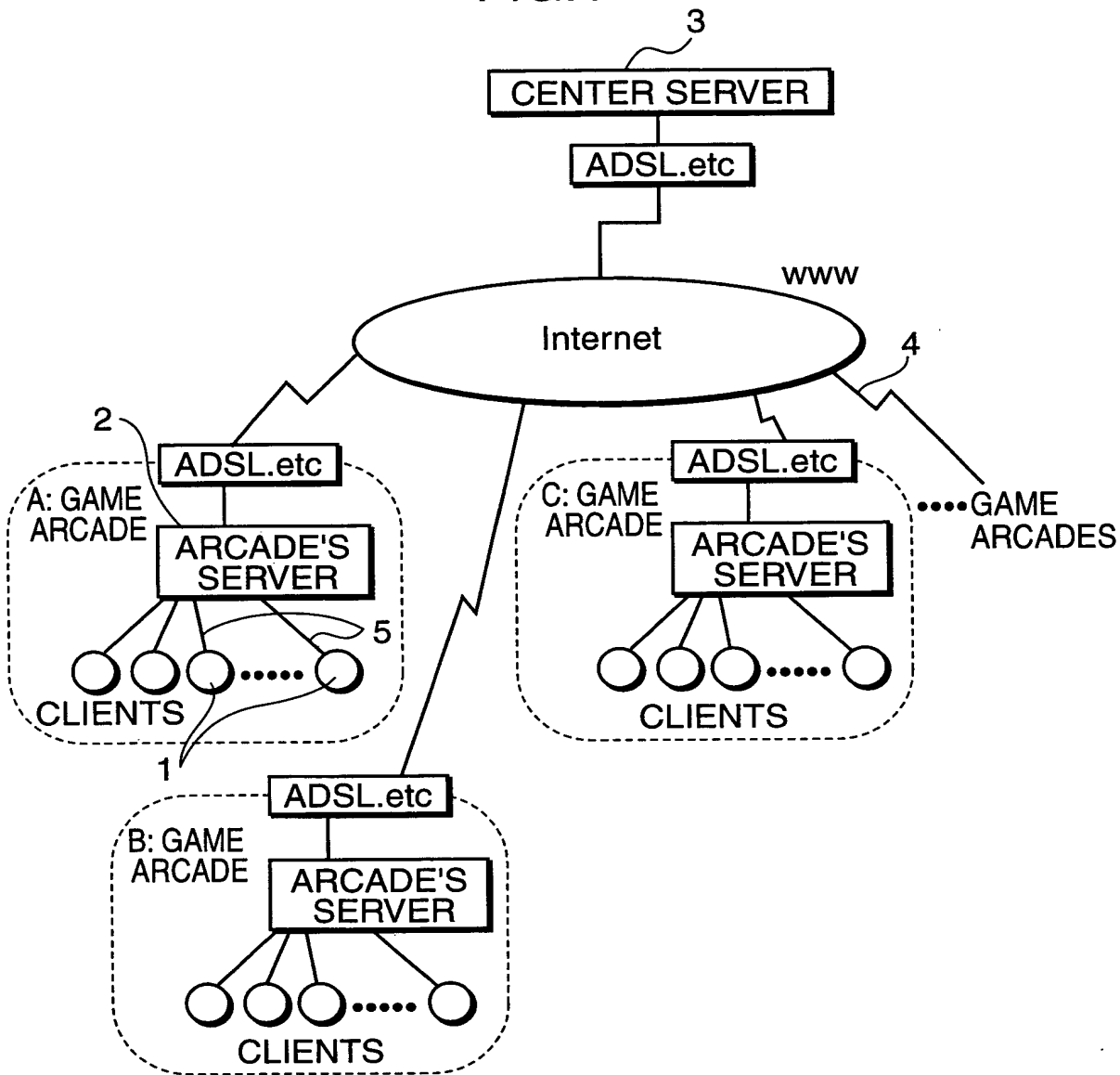


FIG.2

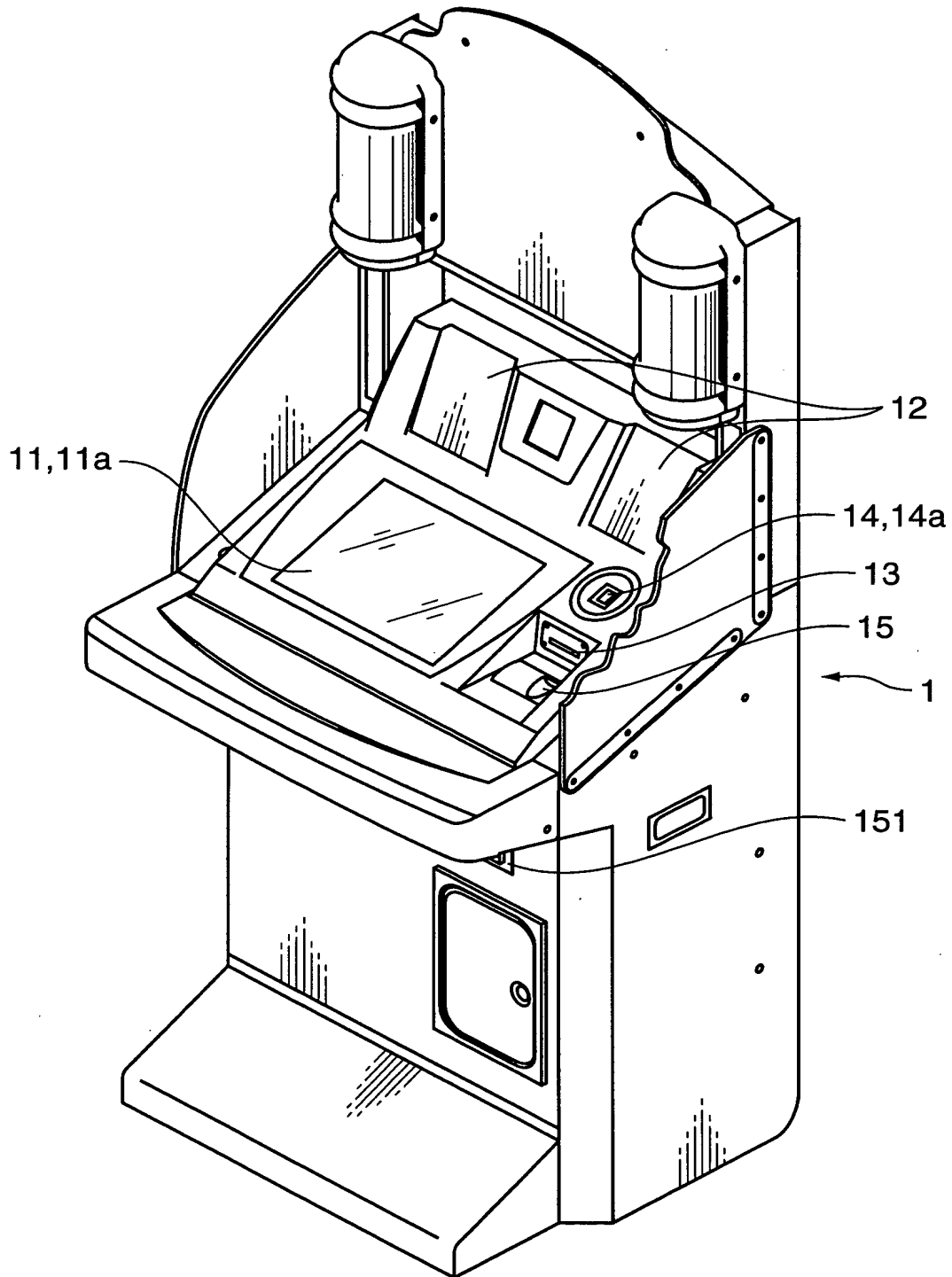


FIG.3

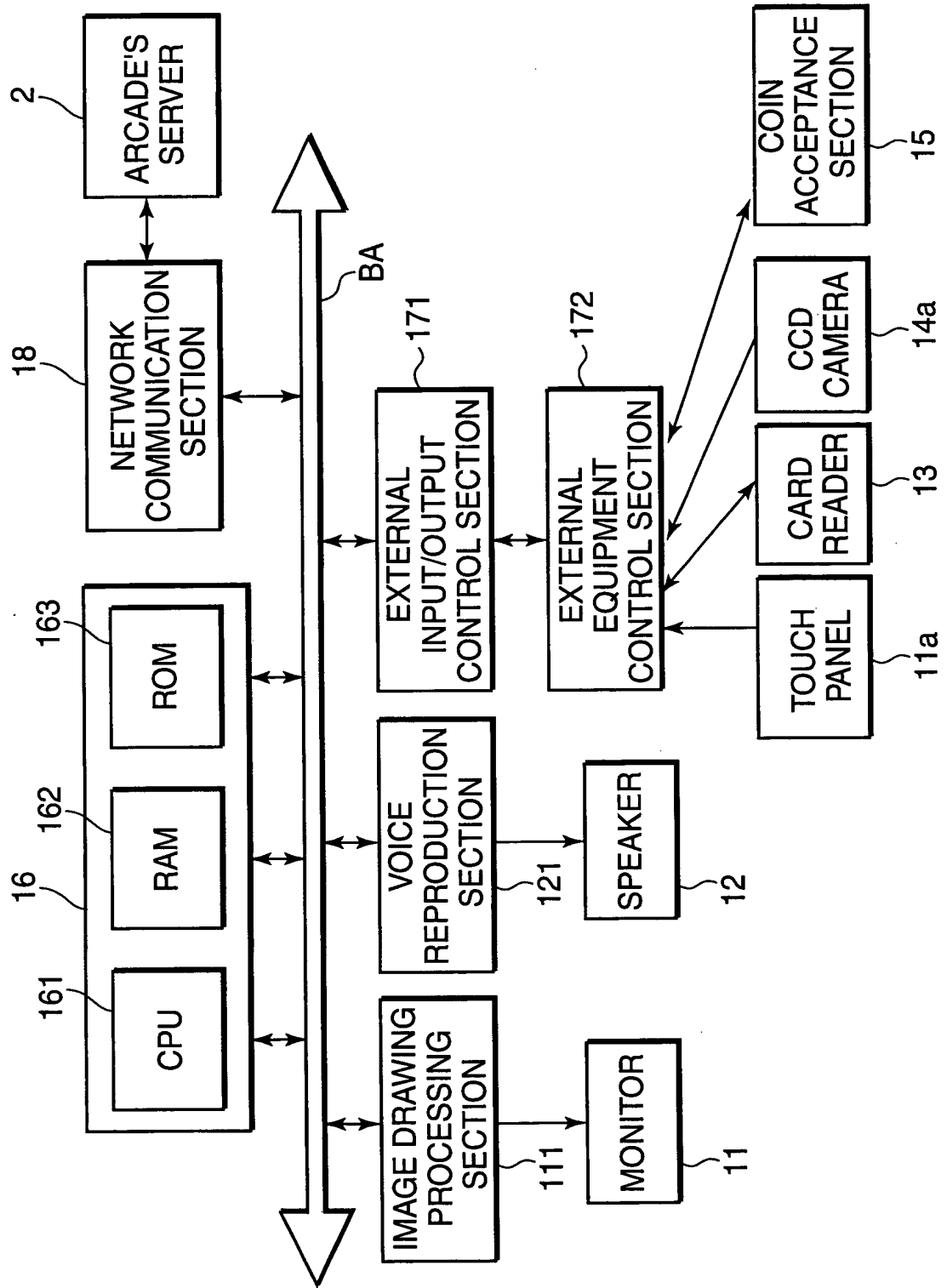


FIG.4

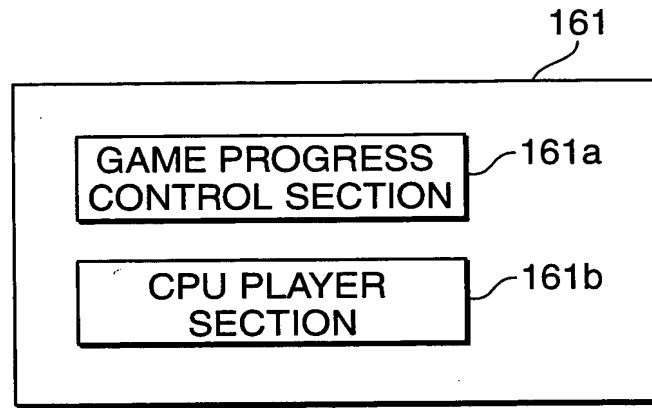


FIG.5

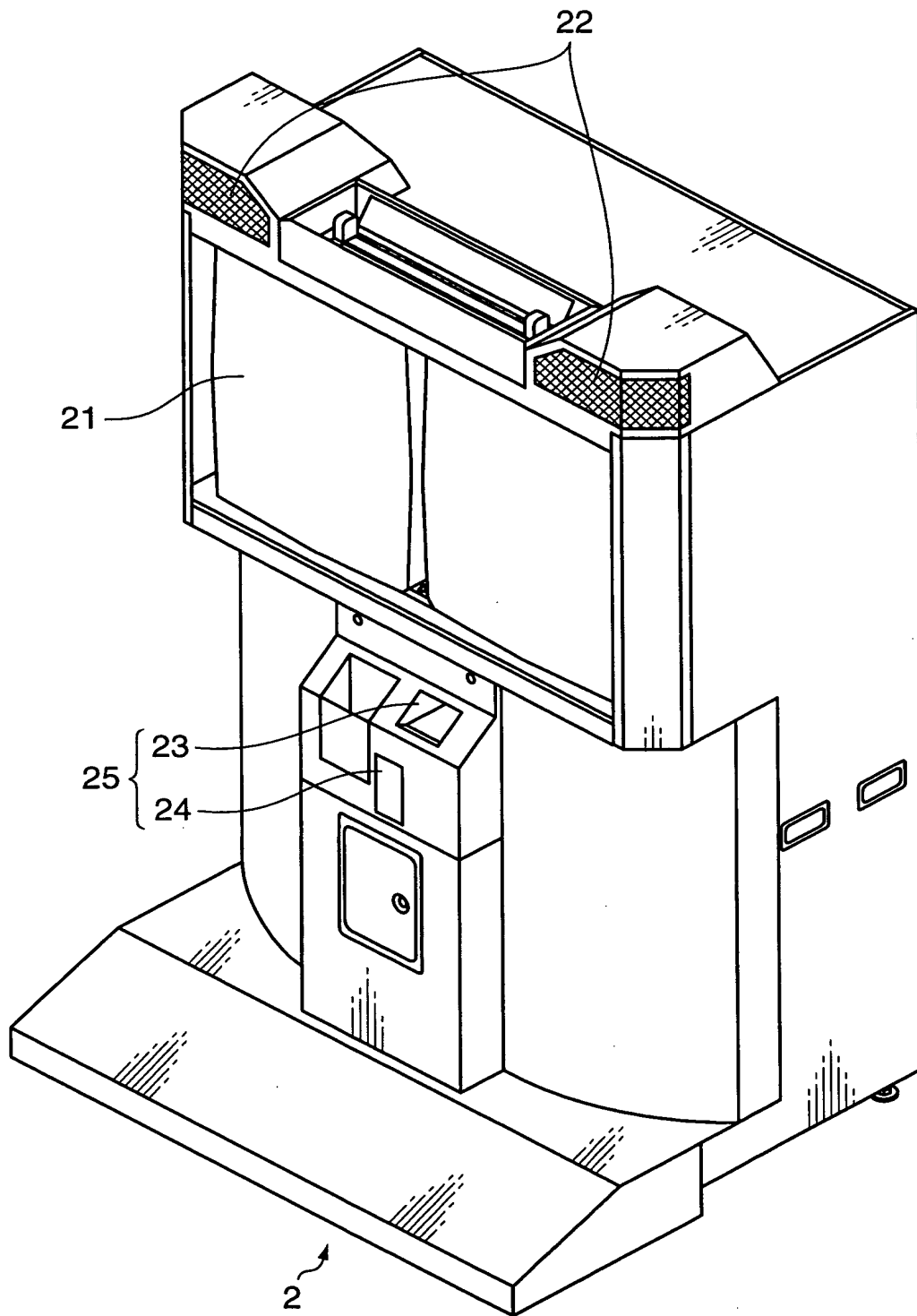


FIG.6

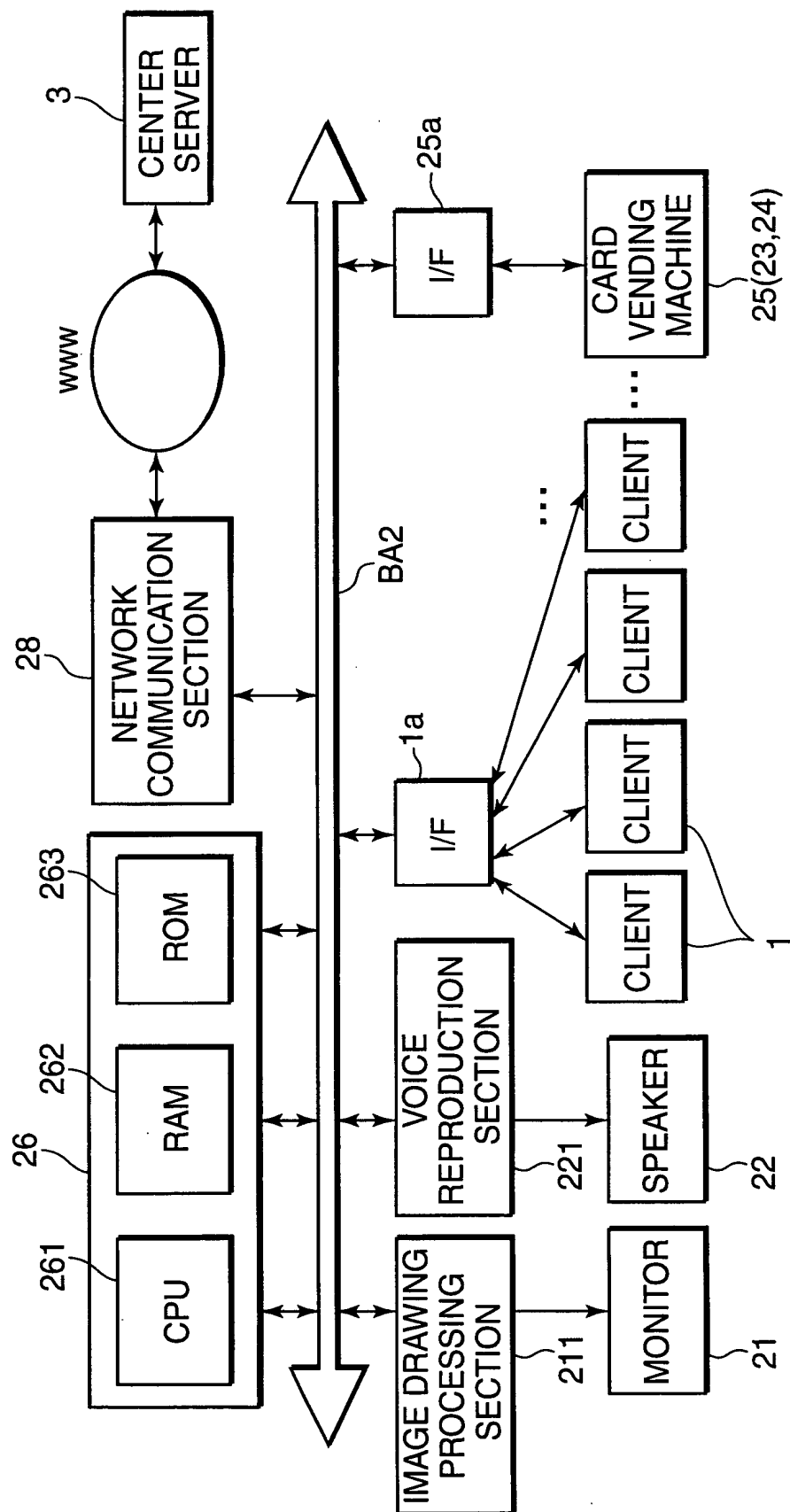
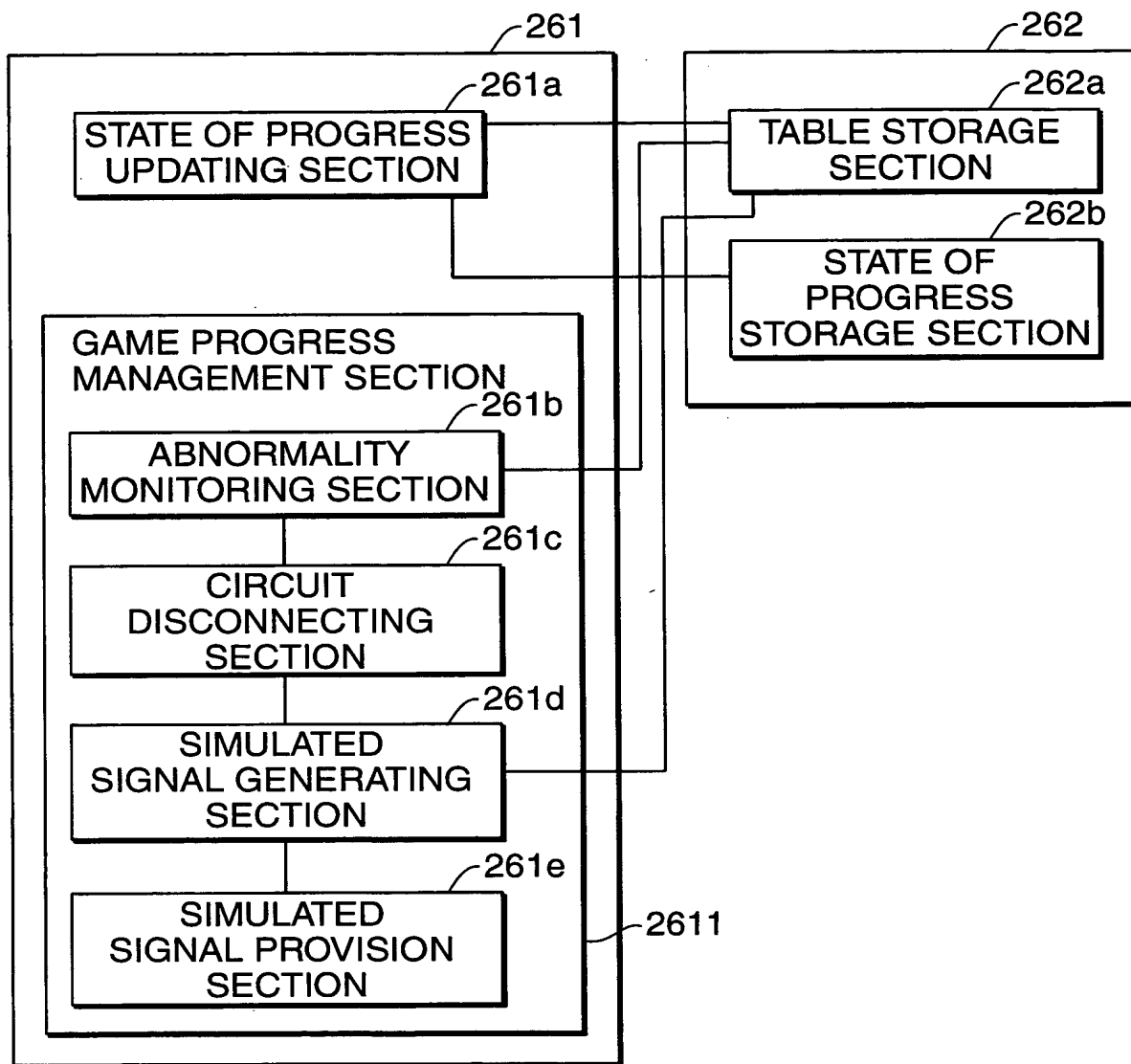


FIG.7



The diagram illustrates a network architecture for a game arcade system. At the top, a box labeled "CENTER SERVER" is connected to a box labeled "ADSL.etc". Below this, a large oval labeled "Internet" is shown. A line labeled "WWW" connects the "Internet" oval to a box labeled "ADSL.etc" inside a dashed-line area. This dashed area is labeled "C: GAME ARCADE" and contains a box labeled "ARCADE'S SERVER". The "ARCADE'S SERVER" is connected to several circles representing "CLIENTS", labeled c1, c2, c3, and c8. A line labeled "C" connects the "ARCADE'S SERVER" to the "CLIENTS". A line labeled "4" connects the "Internet" oval to the "ARCADE'S SERVER". A line labeled "3" connects the "CENTER SERVER" to the "ADSL.etc" box. A line labeled "b8" connects the "ARCADE'S SERVER" to the "CLIENTS". A line labeled "b8" connects the "ARCADE'S SERVER" to the "CLIENTS". A line labeled "b8" connects the "ARCADE'S SERVER" to the "CLIENTS".

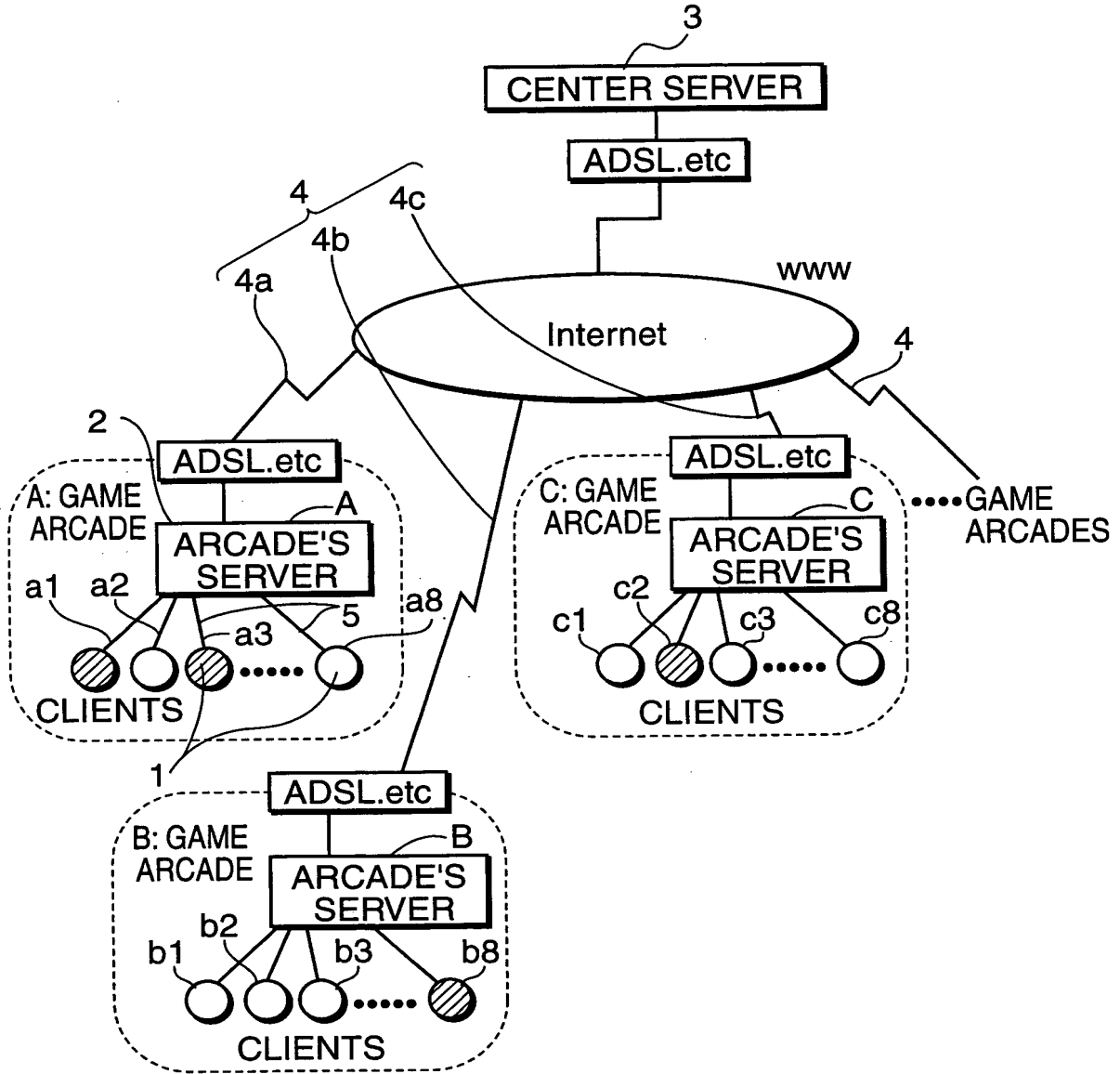




FIG.9

TABLE NUMBER TN	ORDER OF ACCEPTANCE RN	CLIENT CN	ARCADE'S SERVER SN	MASTER/SLAVE CLASSIFICATION MS	PLAYER CLASSIFICATION PC
1	1	a1	A	MASTER	PLAYER
	2	a3	A	MASTER	PLAYER
	3	b8	B	SLAVE	PLAYER
	4	c2	C	SLAVE	PLAYER
2	.	.	.	.	.
.	.	.	.	.	.
.	.	.	.	.	.

## FIG.10A

### ARCADE'S SERVER A

ORIGINATING CLIENT CN (VIA ARCADE'S SERVER SN)	TRANSMITTING CLIENT CN (VIA ARCADE'S SERVER SN)
a1	a3,b8(B),c2(C)
a3	a1,b8(B),c2(C)
b8(B)	a1,a3,c2(C)
c2(C)	a1,a3,b8(B)

## FIG.10B

### ARCADE'S SERVER B

ORIGINATING CLIENT CN (VIA ARCADE'S SERVER SN)	TRANSMITTING CLIENT CN (VIA ARCADE'S SERVER SN)
a1(A)	b8
a3(A)	b8
b8	A
c2(C,A)	b8

## FIG.10C

### ARCADE'S SERVER C

ORIGINATING CLIENT CN (VIA ARCADE'S SERVER SN)	TRANSMITTING CLIENT CN (VIA ARCADE'S SERVER SN)
a1(A)	c2
a3(A)	c2
b8(B,A)	c2
c2	A

FIG.11

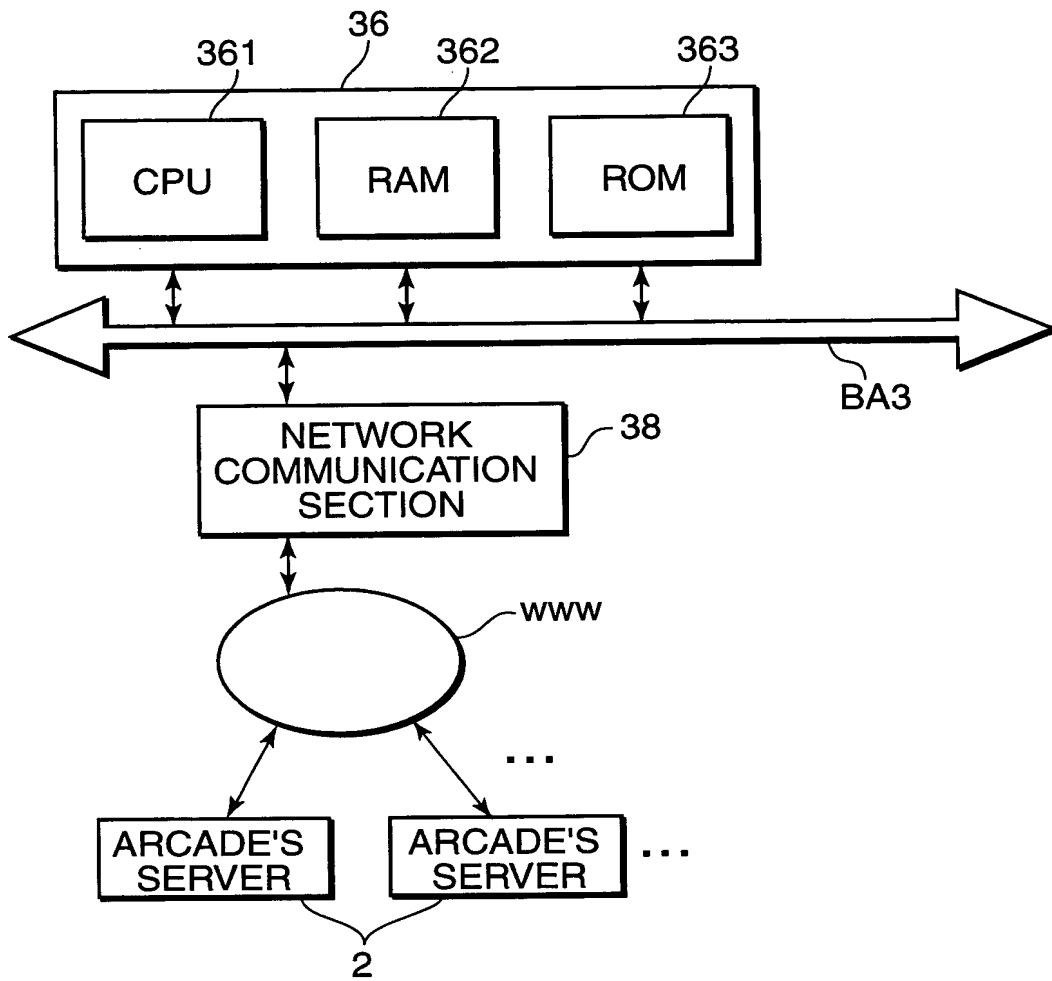


FIG.12

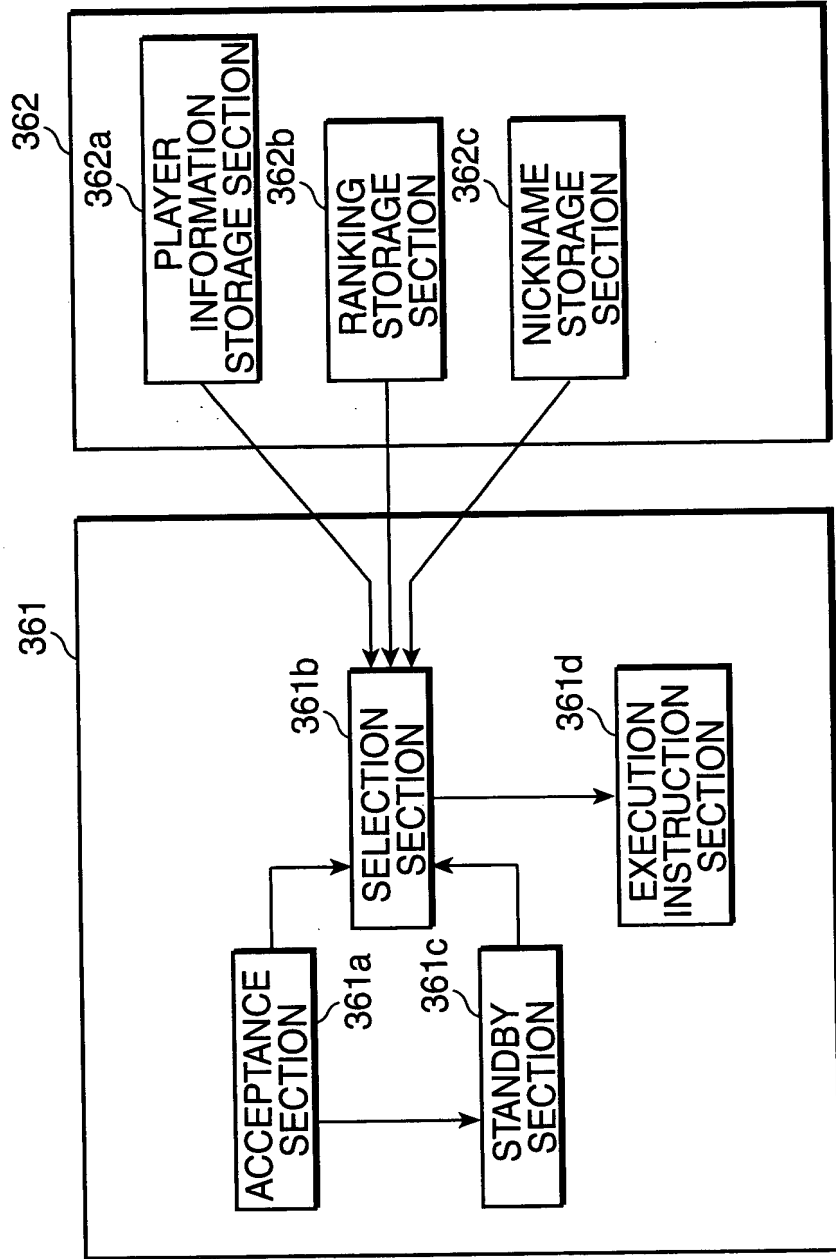


FIG.13

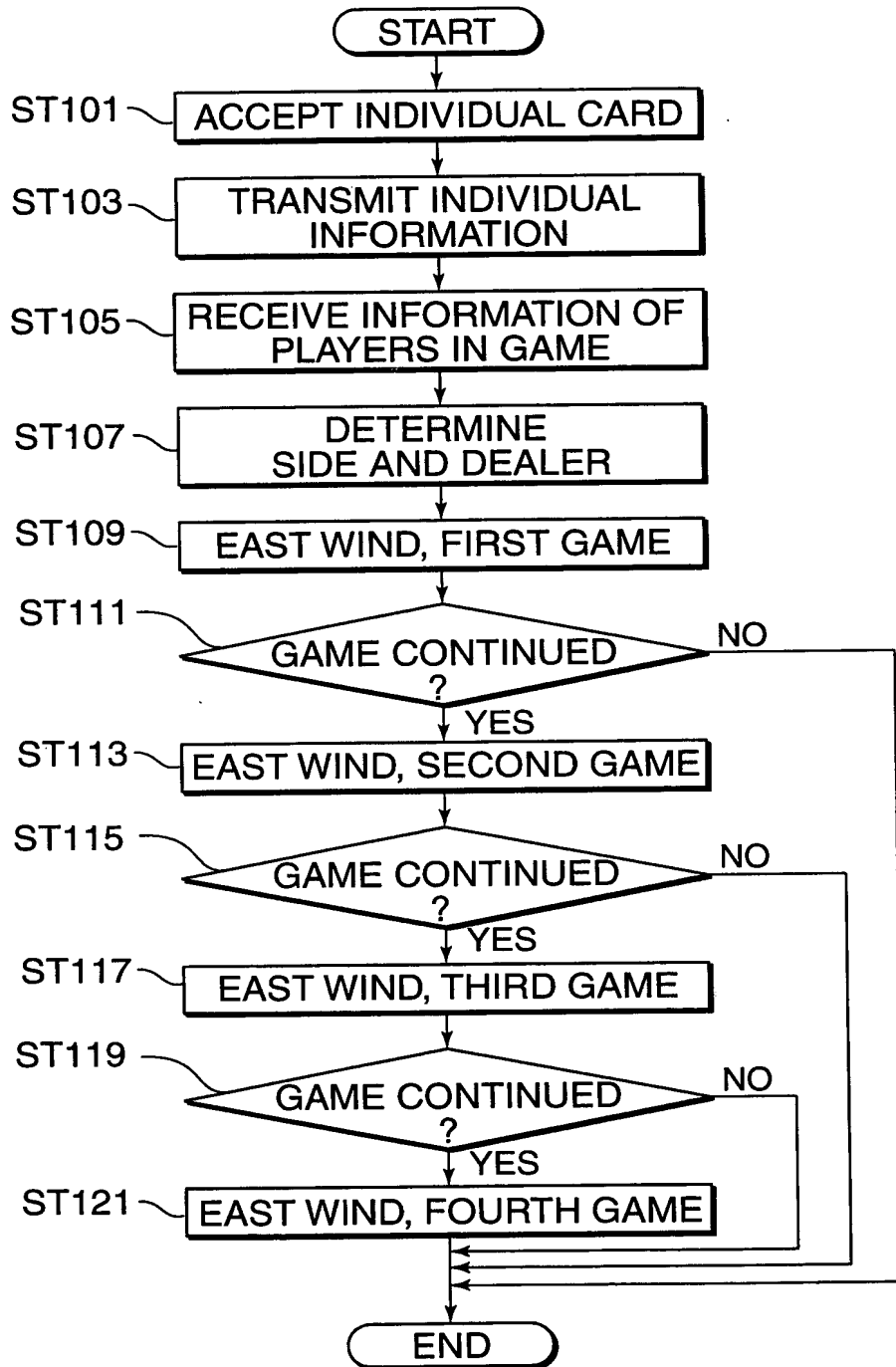


FIG.14

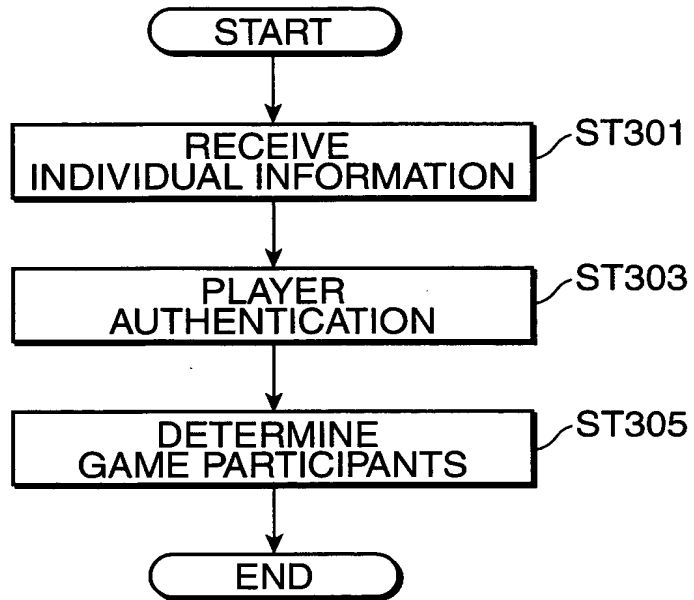


FIG.15

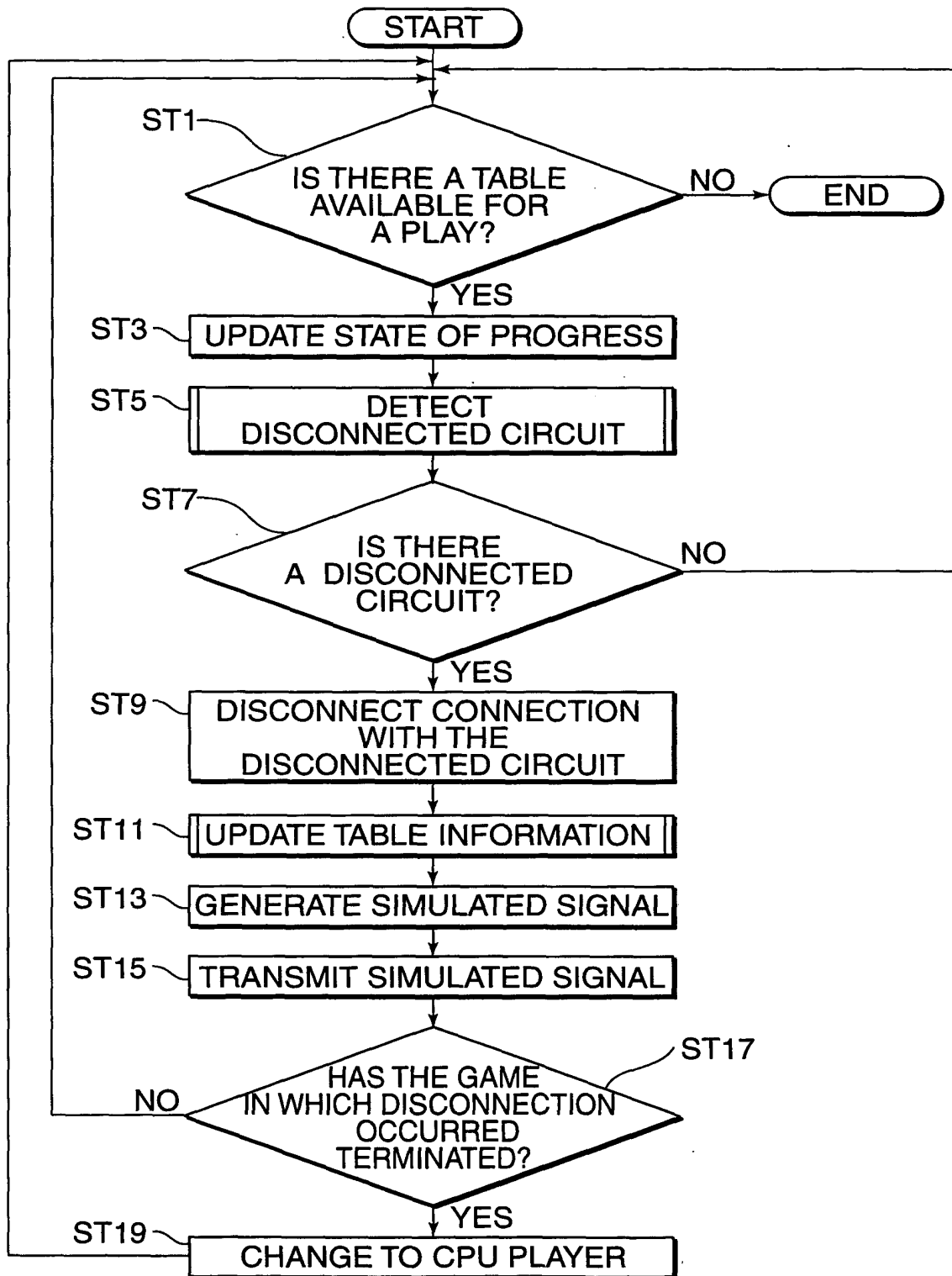


FIG.16

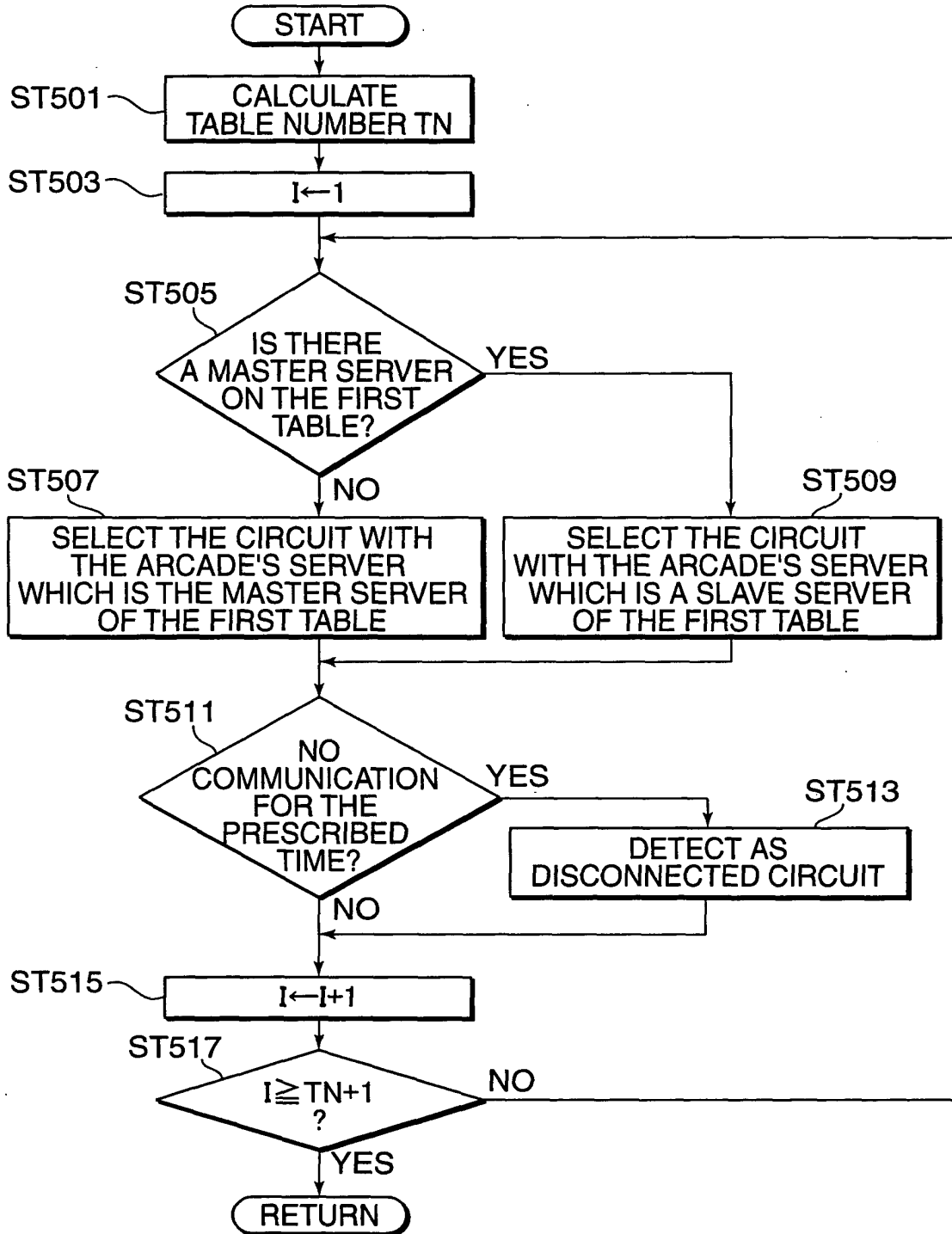
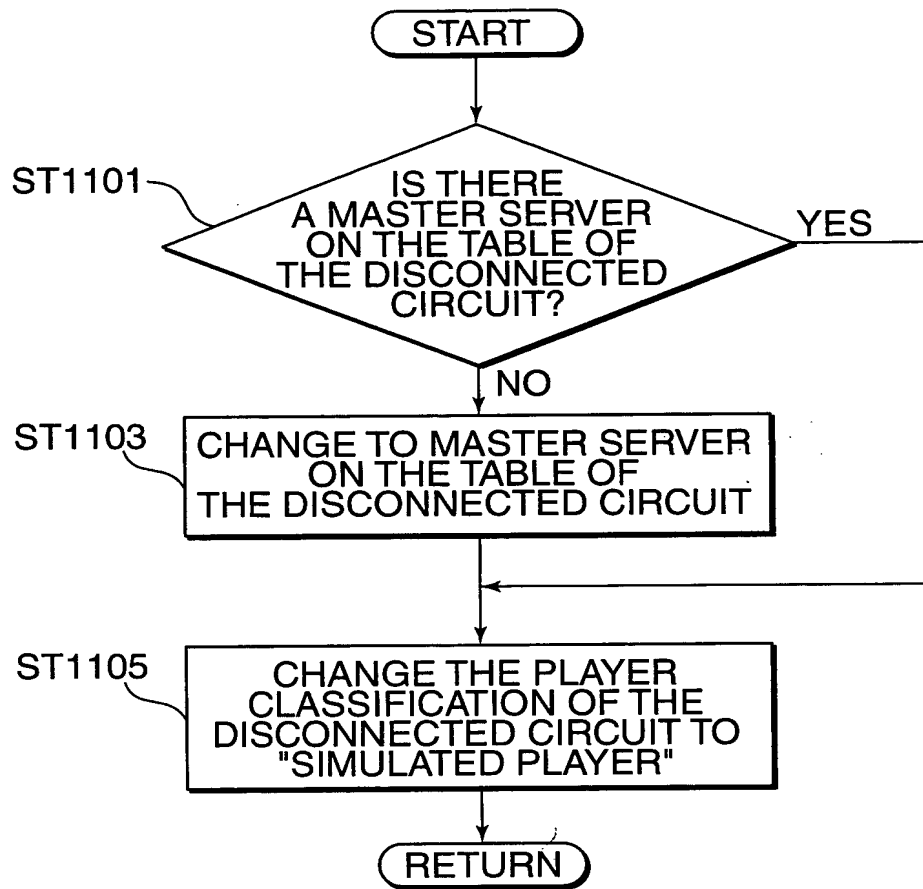




FIG.17



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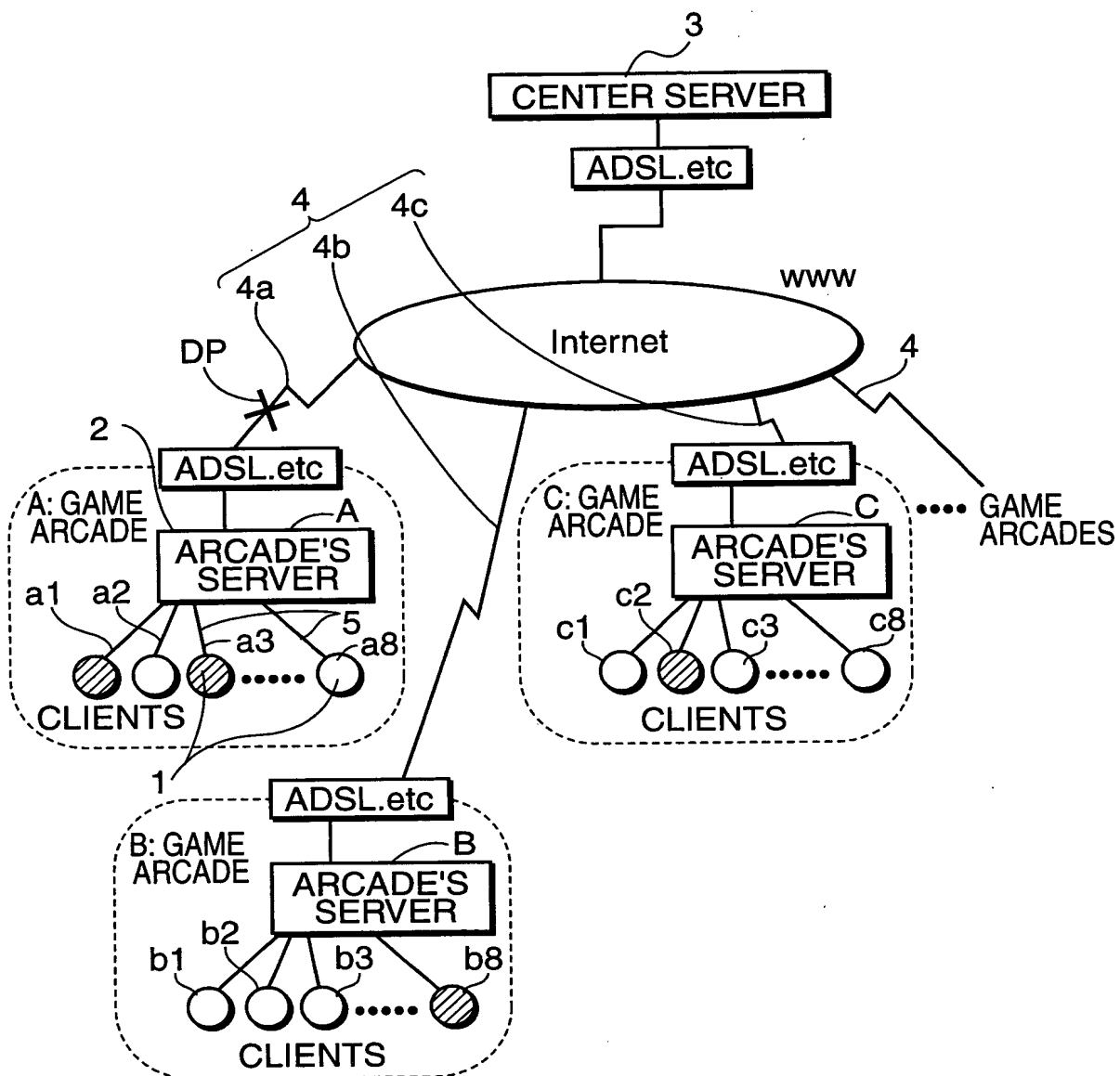


FIG.19A

TABLE NUMBER TN	ORDER OF ACCEPTANCE RN	CLIENT CN	ARCADE'S SERVER SN	MASTER/SLAVE CLASSIFICATION MS	PLAYER CLASSIFICATION PC
1	1	a1	A	MASTER	PLAYER
	2	a3	A	MASTER	PLAYER
					SIMULATED PLAYER
					SIMULATED PLAYER
2 : :	:	:	:	:	:

FIG.19B

TABLE NUMBER TN	ORDER OF ACCEPTANCE RN	CLIENT CN	ARCADE'S SERVER SN	MASTER/SLAVE CLASSIFICATION MS	PLAYER CLASSIFICATION PC
1					SIMULATED PLAYER
					SIMULATED PLAYER
	1	b8	B	MASTER	PLAYER
					SIMULATED PLAYER
2 : :					

FIG.19C

TABLE NUMBER TN	ORDER OF ACCEPTANCE RN	CLIENT CN	ARCADE'S SERVER SN	MASTER/SLAVE CLASSIFICATION MS	PLAYER CLASSIFICATION PC
1					SIMULATED PLAYER
					SIMULATED PLAYER
					SIMULATED PLAYER
	1	c2	C	SLAVE	PLAYER
2 : :	:	:	:	:	:

FIG.20A

TABLE NUMBER TN	ORDER OF ACCEPTANCE RN	CLIENT CN	ARCADE'S SERVER SN	MASTER/SLAVE CLASSIFICATION MS	PLAYER CLASSIFICATION PC
1	1	a1	A	MASTER	PLAYER
	2	a3	A	MASTER	PLAYER
		a1	A	MASTER	CPU PLAYER
		a1	A	MASTER	CPU PLAYER
2	⋮	⋮	⋮	⋮	⋮

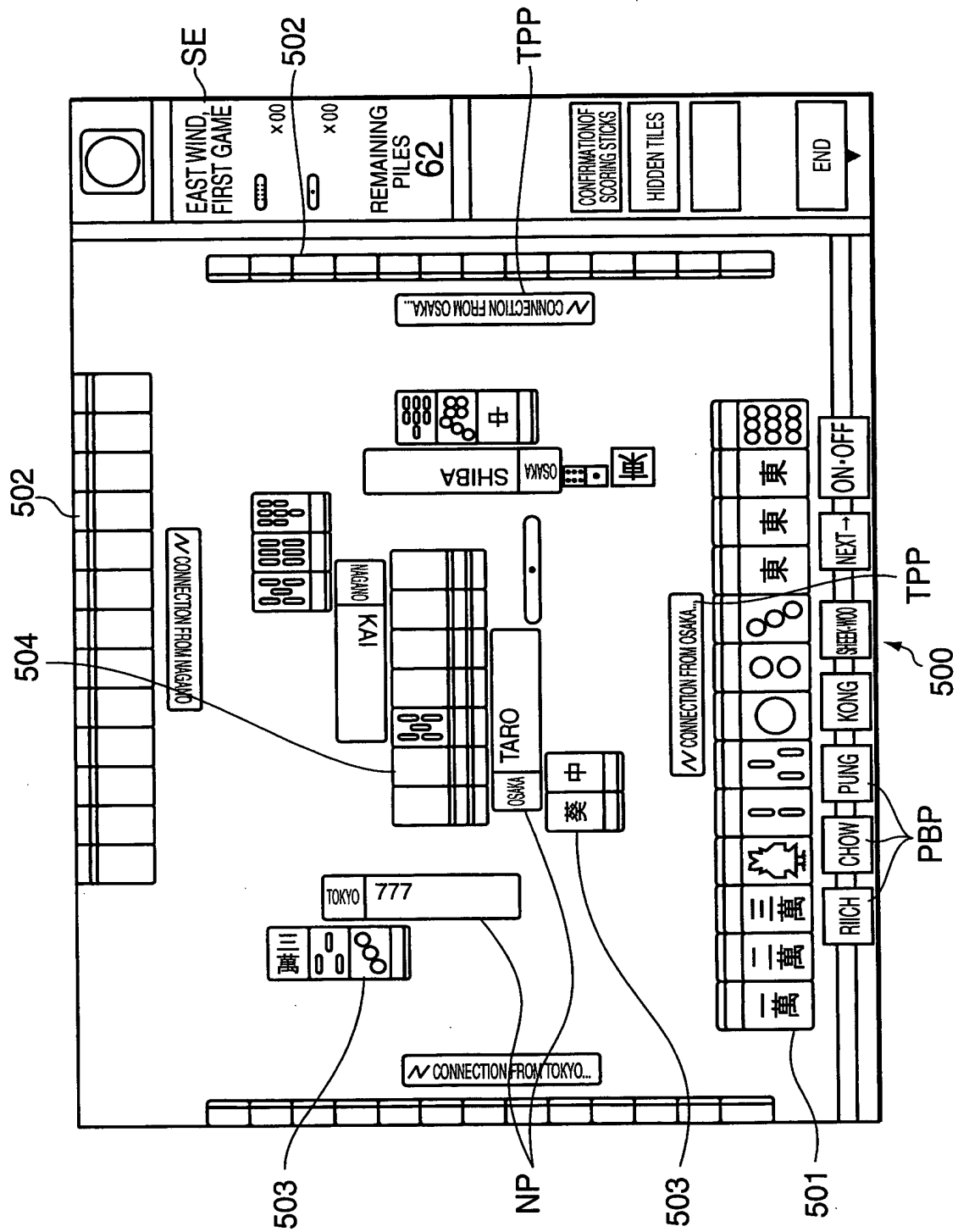
FIG.20B

TABLE NUMBER TN	ORDER OF ACCEPTANCE RN	CLIENT CN	ARCADE'S SERVER SN	MASTER/SLAVE CLASSIFICATION MS	PLAYER CLASSIFICATION PC
1		b8	B	MASTER	CPU PLAYER
		b8	B	MASTER	CPU PLAYER
	1	b8	B	MASTER	PLAYER
		b8	B	MASTER	CPU PLAYER
2					
⋮					

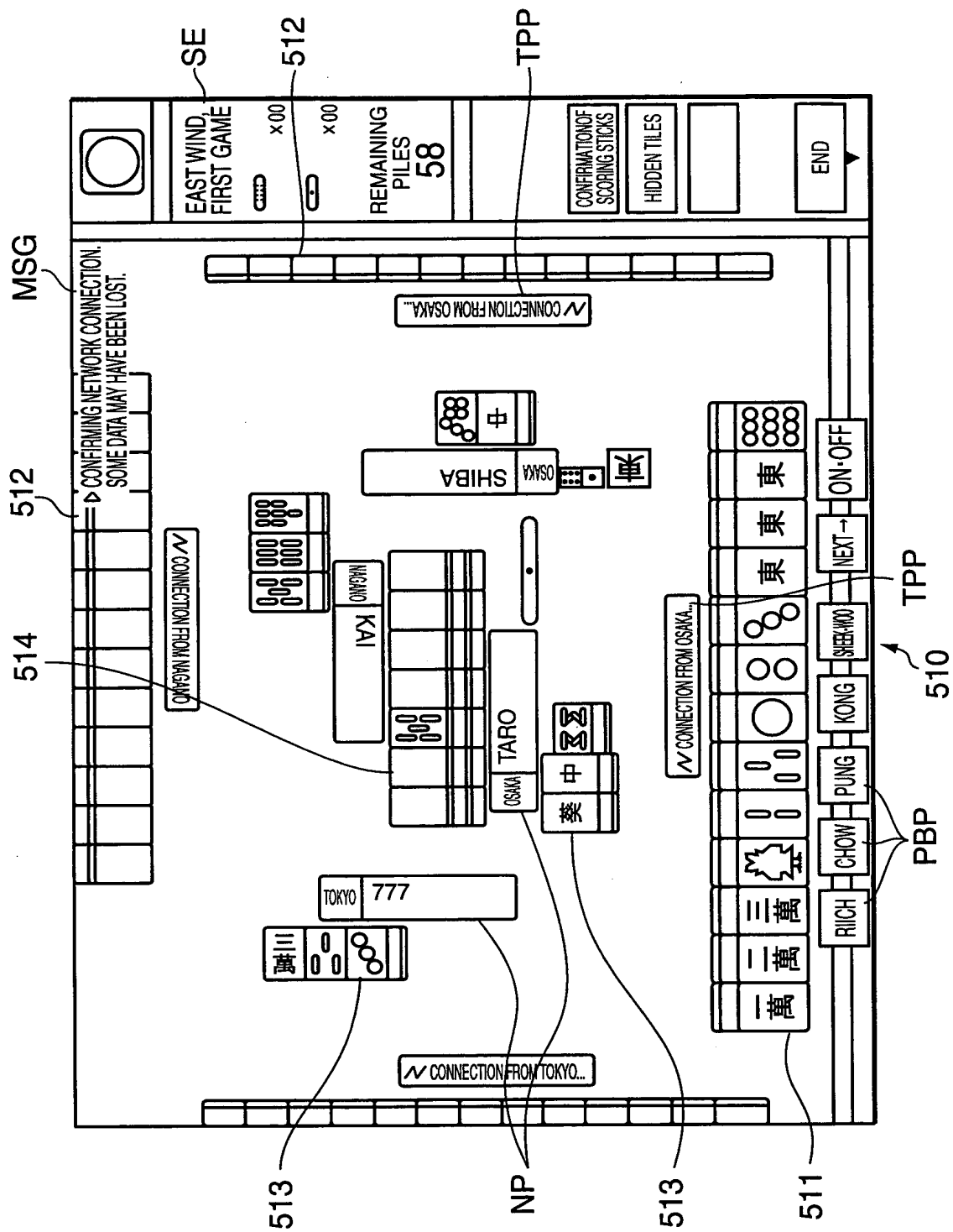
FIG.20C

TABLE NUMBER TN	ORDER OF ACCEPTANCE RN	CLIENT CN	ARCADE'S SERVER SN	MASTER/SLAVE CLASSIFICATION MS	PLAYER CLASSIFICATION PC
1		c2	C	MASTER	CPU PLAYER
		c2	C	MASTER	CPU PLAYER
		c2	C	MASTER	CPU PLAYER
	1	c2	C	MASTER	PLAYER
2	⋮	⋮	⋮	⋮	⋮
⋮					

FIG.21



**FIG. 22**



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